A Journal for GameMasters of SkyRealms of Jorune

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SHOLARI

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THE SOMAR AND THE ART LOVERS

HISTORY OF THE GAME
PART TWO

THE CRYSTAL THOMBO

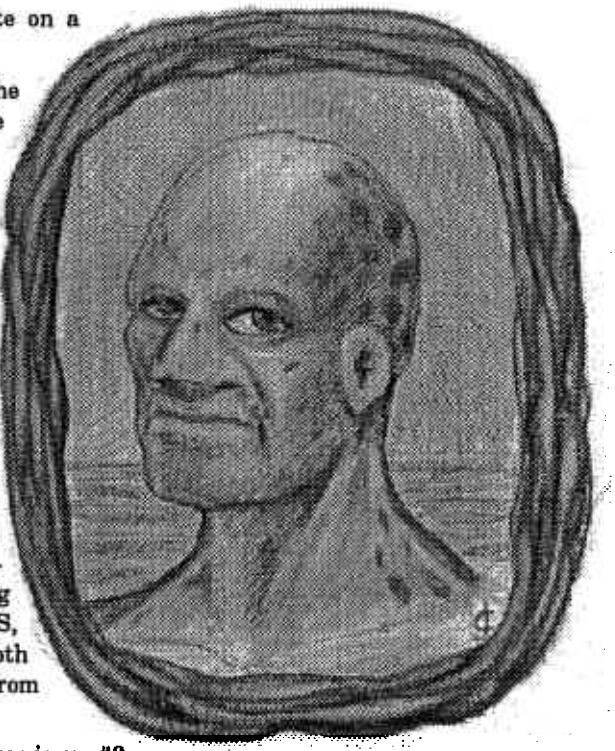
THE MONEY OF BURDOTH

AND MORE...

Tiny Skyrealm by Steven Devaney

SHOLARI MAGAZINE

EDITORIAL
IT WAS SUCH A SIMPLE IDEA...



I don't think anyone plans on being late on a magazine. But it happens.

Take SHOLARI #2, for instance. Most of the material was in my hands in April, but we were in the final weeks of getting *The Sobayid Atlas* ready for press (which dragged on for months) and there was the module for *Gire of Sillipus* (which is about to sneak off to press).

And then there's real life, but you don't want to hear about that.

I'm already working on issue #3 and it looks like we will continue beyond #3. So far we have the complete Slam Desti adventure (which was run at both Origins and Gen-Con, with happy gamers leaving the table), we have a new set of occupations for Jorune from a Canadian contributor, more news on Jorune online (through America Online and Internet), the linguistic tree of Jorune, recommended reading from the Mount Crown, conversion to GURPS, notes for money from nations other than Burdoth – and I just received a few more contributions from people on the net.

Oh yeah – we need to hear from you because issue #3 will feature a letters page from Jorunies around the world.

SHOLARI will only continue with your subscriptions, contributions and feedback.

Oh - the picture? I've been playing with a new medium; Prismacolor pencils. This picture came out and I think it is a salibe – a salu who has lost his aquatic abilities and now lives on the land. Or maybe it's me after a rough week-end. I don't get to show off my art much and I've done it a couple of times in Sholari. If you turn the page real fast it won't hurt much.

You have a friend in Ardoth.

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SHOLARI MAGAZINE

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Unless otherwise indicated, contents are by Joseph Steven Coleman.

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On Behalf of the Artists and Authors

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AUSS 1994

HISTORY OF THE GAME (PART TWO)

THE ROAD TO GEN·CON

In this second article on the making of the SkyRealms of Jorune role-playing game, I'll describe the history of the people and world from the release of 1st edition to the release of 2nd edition.

After GenCon 1984 I returned to Berkeley to for my Fall and Spring semesters of Complex Analysis and Lagrangian Mechanics. Cal was becoming a little easier and Mark Wallace and I were able to spend a little more time gaming. It was during Christmas break in late 1984 that we purchased an IBM-PC to replace the old TRS-80 that the 1st edition was written with. The new system had a 10MB hard disk, was powered by an 8088 running at 4.77 MHz, and a monochrome monitor. I was in heaven. I had what I considered to be a great word-processor and all the disk space I needed.

Work began shortly there-after on the boxed-edition. Our primary distributor recommended that we lose the single book and produce instead a boxed set. We broke the work down into the Tauther Guide, the Player Manual, and the Sholari Guide, and the SkyRealm: 'Kolovosondra' adventure.

The Caji Gends story was begun while I was staying at home with my parents in Salinas to have my wisdom-teeth pulled. My recovery was long and drawn out due to a severed nerve in my tongue that rendered the left half of my tongue and gums devoid of sensation of any kind. I learned through this ordeal that deep-tissue nerves regenerate the fastest. Within a week or two I began to fell pain when I accidentally bit my tongue. But this was no ordinary pain — the nerves that regenerated were the slow acting ones that take a few seconds to kick in and leave you nauseated. I lost 20 pounds.

It was difficult enough balancing school with my writing, but in April of 1985, vandals broke and entered my dingy little apartment on Ellsworth St. in Berkeley. Gone were the microwave, my stereo (along with my Disneyland Electric Parade tape) and my beloved computer. I had backups of everything prior to the last evening's work. I lost the names of seven ramian and couple of Voligirian cities.

Panic struck. With only two months to our publishing date, I had no computer to work and the insurance money would not come for several weeks. One delay led to another and I quickly realized that summer would be complete hell.

Amy was on top of all the business arrangements. She bought us extra time

with the printers and got us priority treatment with the typesetters. As in the previous year, I worked in Berkeley for a month and then traveled to Santa Cruz to finish up. However, this year Mark joined me and we caravaned together.

Home for the summer was 526 Mission St. in Santa Cruz. A house of filth that would be turned to a game-designer's palace within a week by Amy's boyfriend George. Mark and I worked day and night on the 2nd Edition's plot. About 48 hours into this ordeal, a woman who occasionally did secretarial work for another renter at 526 Mission came into our room. We were bleary-eyed from our lack of sleep and must have seemed quite crazed. She asked for her chair and left us in silence. Later that day we heard that she quit her job for fear of the two 'sinister men' lurking in the back room. Things turned around quickly, and within a couple of weeks she was telling us about the ghosts that inhabited the house. It was peculiar that a toaster flew across the room just behind me, but perhaps one of the cats had learned to hurl 6 lb. toasters.

Mark stayed for three days, at which time exhaustion and need to return to his job at NASA overtook him. I took my first nap around the time he left, only to be awoken by Amy returning from the store. There was work to be done and I was a bum. I had no concept of time or space as I awoke. After 4 or 5 days without so much as a nap, I didn't recognize Amy. "I have a sister — her name is 'Amy.'" I matter-of-factly stated.

If you're wondering where Miles was all this time, you weren't alone. He completed much of his work for 2nd edition before leaving for a trip for the Yucatan. He returned with a severe case of 'Puerco's Revenge' imbued upon his viscera by a single bite of pork-taco. Between loud visits to the bathroom Miles finished spot illustrations and boarders. Take a fresh look at the boarders surrounding the art of the woffen and bronth. A man in distress (he welcomed death at times) finish them through great sacrifice.

Because of theft of the computer, there was very little time to get the writing done. We knew that errors would slip by us, but in our sleep-deprived state, we couldn't identify them. I wrote hastily and completed each of the books just late enough to make Amy's job a living hell. Mark sent me his work on the combat system (chapter 6) and everything was pieced together. What could have been a leisurely summer turned to a 24-hour-a-day production. I took off 2 hours one evening and saw Pumping Iron II, 'The Ladies.' I saw my parents once, maybe twice that summer.

As the last bit of typesetting for Kolovosondra was sent to the typesetters, I was alone and free. I took a bath (my first hygienic experience in days) and a nap. I remember waking up at Beth Regard's house in Santa Cruz (that was where we did layout for the books) and wondering where I was. The memories of the last year came to me in a flood: the last summer,

school, breaking up with my girlfriend, having my wisdom-teeth pulled, the computer being stolen, and finally the work for 2nd edition.

Miscellaneous bits of work kept me busy until that Gen-Con in 1985. Unfortunately the printer responsible for our boxes pulled a fast one and lied about the state of our project. They were more than a week away from delivery but were telling us how well our print job was going. The ugly truth came out late. A tiny printer in West Virginia had no boxes for us. GenCon was to be business nightmare for Amy. How to sell a boxed edition game without a box? Temporary boxes and 'pre-release edition #' stickers were her solution — and they worked. We had a bidding war over #100, the loser of which purchased copies #99 and #101. When the boxes finally arrived, Amy send one to each person who purchased at the convention. We had a large crew that year: Myself, Amy, Miles, Mark, David Ackerman, and Darren Champlin. My suggestion: don't try to eat Mexican food in the Midwest.

Although our sales were good at GenCon, without boxes, we could not take orders from distributors. That cost us precious months and countless sales. Our ads were pre-paid and hyped the market well, but no product was available.

SUBSCRIPTION RATES

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6 issues	$20.00
Groups Subscription (3 issues, 5 copies of each issue)	$20.00
Store Subscription (3 issues, 10 copies each issue)	$35.00

Jorune Online? If you are on the Internet you can join the Jorune mailing list by sending a "SUBSCRIBE" message to JORUNE-L-REQUEST with SUBSRCIBE JORUNE-L in the body.

REVIEW
THE SOBAYID ATLAS

The Sobayid Atlas is that latest product from Chessex Publishing for the Skyrealms of Jorune roleplaying game. This sourcebook focuses on the southern province of Burdoth, one of the major countries on Jorune. As an atlas it covers all of the geographic regions within the province of Sobayid, detailing villages, cities, and major features of the land.

First appearances are misleading when it comes to The Sobayid Atlas. The cover is bland and does not attract attention. Once I got over the fact that there was a scantily clad woman on the cover I realized that the pose is very obviously a pose, and not the natural movement of someone who does not know that they are being observed. It appears to be a badly executed attempt to attract adolescent, male customers through the use of sex. The back cover is used to present a map of the Sobayid province that is not included anywhere inside the book even though a full page reproduction of this map would be very useful.

The interior art is of high quality and captures the look and feel of Jorune. The scenes depicted seem natural and spontaneous, unlike the cover. Many maps of the cities and villages of the Sobayid are included in the sourcebook. Each one is clear and sharp, easy to read. The streets are wide enough for the Sholari to label them, and the buildings are large enough for the Sholari to be able to number them for his own campaign.

The introduction to The Sobayid Atlas clearly states the purpose of the book and why it was conceived. It contains a good overview of the contents of the book and emphasizes the potential for adventure inherent in the province. The introduction serves as a gentle reminder

of the detailing that has earned Skyrealms of Jorune a

loyal following. The Sarceen symbol is introduced as a sign that the text on the sides of the page should only be read by the Sholari.

Much of the information contained in The Sobayid Atlas is common knowledge and should be available to the players. The Sarceen warns players off from reading information that might spoil their enjoyment of the campaign. Unfortunately this convenient arrangement is not always adhered to. In the section on Muadra in the Sobayid some information which should be common knowledge is under the Sarceen and details of a secret Muadra sect are included with details of other more well known sects. Leaving the well meaning player with information that they may not have wanted to know. The section on Seytra weave tricks should have been marked for the Sholari's eyes only since the entire section details information that players should not know until their characters discover it.

The index at he back of the book aids in tracking down entries because not all information on a given subject is grouped together. For instance there are several sentences on dharmee growth and temperament under the section detailing the city of Coise. So, even though it is annoying to have to flip to several different pages to get the whole scoop on a subject, the process is made lees painful with the use of the index.

Although slight grammatical and continuity mistakes are annoying, they are not insurmountable and hardly detract from the pleasure of reading this product. The Sobayid Atlas is a clear ,concise sourcebook for running a campaign based in Burdoth's southern province. There is plenty of imaginative information for a Sholari who wishes to run a detailed Skyrealms of Jorune game. If you are a fan of Jorune, this sourcebook is an invaluable tool. Just be warned that the suggested retail price is $16.00, so be ready to fork over the cash, and nobody will get hurt .

Richard Eide

THE SOBAYID ATLAS

From Chessex - Stock No. 2010

$16.00 at your local game shop.

NEXT ISSUE
TWO REVEIWS

ALIEN LOGIC

The long awaited Jorune computer game from SSI.

and

THE GIRE OF SILLIPUS

The adventure module and resource for the realm of pirates.

MONEY, MONEY, MONEY

BY ALEX BLAIR

This short article first appeared in late Sarceen's Knowledge fanzine. It has been re-written for Sholari .

Have you ever noticed that when you are really roleplaying that extra little details can add a lot of feeling to a session. In my campaign which took over two years of real time gaming to just cover one year in game, we found that the level of roleplaying that we were doing was quite mundane. We loved playing real life characters and not jetting off to save the world! When you roleplay the day-in-day-out events of your characters the you find that mundane matters become of interest.

So while we were playing I noticed that Burdothian currency needed some life to it. So I decided to try and flesh it out; this is what I came up with.....

From the information in the rule book we know that the economy's smallest unit of currency is the Gemmule. Since the Gemmule ("yule") converts to about 50 cents (33 Pence), you can imagine that it is used in the same way that we use small change. Yules could be used for tips, the odd thivin fast food snack, giving to beggars and pacifying large groups of marauding children.

As they are not worth much and to avoid having to employ a corastin to carry your cash, the yule can be found in the following denominations

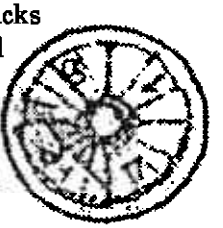
5 Yule Piece Known as an "Esmin"

10 Yule Piece Known as a "Jarid"

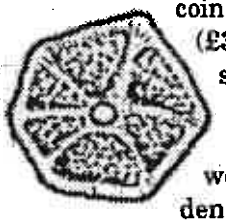
25 Yule Piece Known as a "Jerrin"

50 'Yule Piece Known as an "Arf"

The yule and the Esmin are both made from a brass like metal, The Esmin has a small lump in its centre so it can easily distinguished from the 'yule and the Jarid. The Esmin is worth about two and a half bucks (£1.50). It is a much used coin as most drinks in an illidge cost this much. Woffen are never without a pouch full of these babies!



The Jarid is a six sided coin made from a brass/nickel type alloy that is lighter in colour than both the Esmin and 'Yule. The coin is worth about five bucks (£3). It has been known for some unsavory types to sharpen the edges to this coin and use it a throwing weapon as it is easily hidden and hard to detect. But you must really hate someone to throw money at them...



Top: yule
Center: Esmin
Bottom: Jarid

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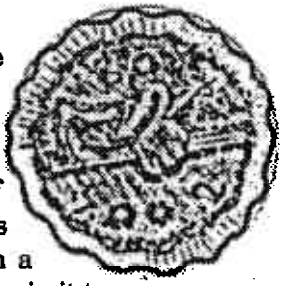
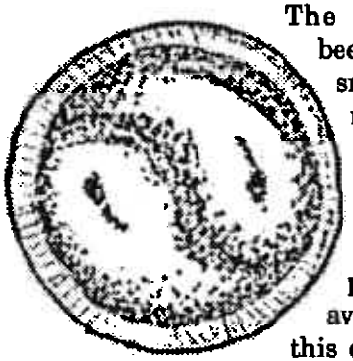


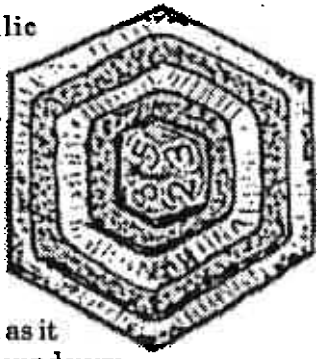
The Jennin is the most common coin in the realm. This lightweight coin is worth about twelve and a half bucks (£8.25). It is made from steel with a small amount of copper in it to make it harder to forge, as the pigmentation is almost impossible to copy with knowledge of the ratio of steel to copper.

The Arf is made from pure steel with a very complicated design upon one face. The design has been used by a small group of religious fanatics as there symbol of recognition. So people try to avoid carrying this coin because of the impactions the design has. This heavy coin is worth about twenty five bucks (£6. ,0).



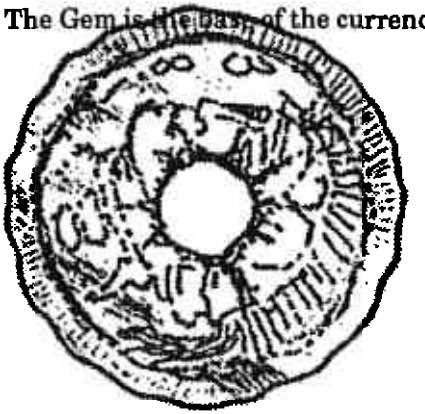
The next coin up is the gemlink, it is a large coin with only one denotation the 5 Gemlink piece - the "Lillic"

The gemlink is made from solid brass and thus heavy. It is well known the a purse half filled with Gemlinks is a great defence against muggers. It is worth about fifty bucks (£33).



The Lillic however is a much lighter coin made of copper and nickel, its worth about 250 bucks (£165). It a very large coin as it isn't carried around very much. It is an odd looking coin because there is a hole cut through its centre, ruining the Dharsarge's engraving upon its surface.

The Gem is the base of the currency.

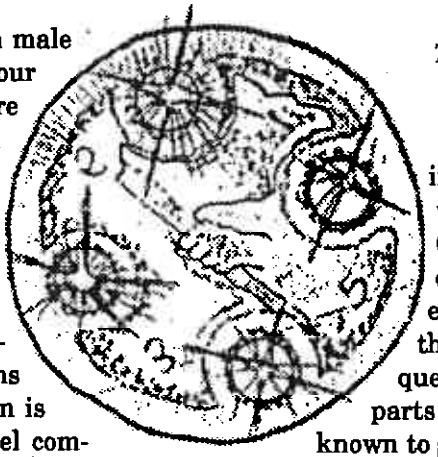


Because of its worth, about $500 (£330) it is unlikely to be carried by anybody but the very rich (who don't often carry there own money anyway). It is a hefty coin made from the same substance as the Lillic.

The Gemcluster is a large coin (about

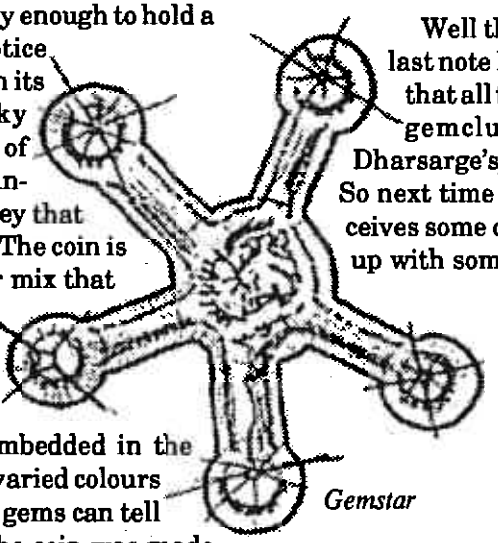
Top Left: Jennin
Center Left: Arf
Top Right: Gemlink
Bottom Right: Lillic

the size of a large human male open hand) that contains four small gems in it, that are multi coloured. It is worth $5000 (£3300). The gems alone are worth about 2 gems in total. The crafting on this coin is quite excellent as all these coins are hand crafted (as opposed to the smaller coins that are minted). The coin is made from a silver/ nickel compound that looks very similar to pure silver to the untrained eye, but at a fraction of the cost.



The Gemcluster

If you are ever lucky enough to hold a Gemstar you will notice that it is a work of art in its self. Any one lucky enough to own any of these will keep them under the best lock and key that they can afford to buy. The coin is made out of gold/silver mix that has a reddish tint to it, due to a secret chemical added to it during the melting process. The five gems embedded in the coin are all mixed and varied colours . The order and type of gems can tell an expert what year the coin was made in. Because the coin is worth over $50,000 (£33,000) most people don't even know that they exist. It is rumoured that the Dharsage on his infrequent tours of the poorer parts of his realm has been known to give on of these works of art to a village or sometimes an individual if they impress him.



Gemstar

Well that's about it then, as a last note I would like to point out that all the coins apart from the gemcluster have the Dharsarge's crest and date on them. So next time one of your players receives some cash try and brighten it up with some extra zip.....

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ADVENTURE
THE ART LOVERS

by Joseph Steven Coleman

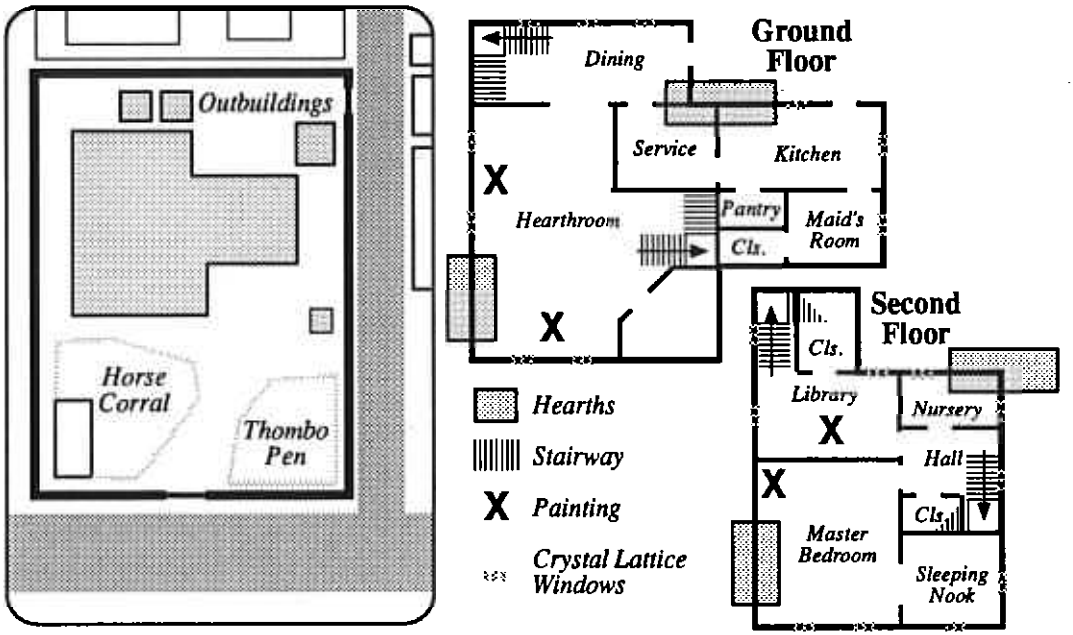
(NOTE: In THE SHOLARI PACK, the module VOYAGES OF THE AYLON STAR opens with the concept of the player characters needing to leave Aylon in a hurry. This adventure was originally run for one of my advanced Jorune groups, which provided the motive to get out of town! The playtesters were uncredited in the Voyages of the Aylon Star, so thanks to Richard Eide, David Chervanik and Brian Wolfe. I hope you enjoy it.)

Play begins in a shenter called "Night Fires" where the proprietress – are large bronth woman named Yalla – arranges deals for clients and the out-of-work adventurers who seem to straggler through her doors. Yalla has an assignment that is ideal for thieves (githerns), out of work mercenaries (condrij), student magicians (muadra), or almost any player character with some time to kill.

One of Yalla's clients wants something that is in the house of a well to do family in a quiet, extremely comfortable part of town. If the characters bother to ask, Yalla will avoid revealing her client's identity. If the characters ask about the owner of the house they are to burglarize, Yalla will avoid the question until *forced* – when she admits it is Dorin Khasant, the son of the local mayor (schell), who is also a well know soldier. Tonight there will be a festival in honor of a visiting noble and the house is supposed to be empty.

The goal are four small, very old paintings. They are about a foot tall and a little more than a foot wide and have landscapes of old Jorune. The characters can be told Yalla's client desires the artwork, if anyone is able to detect a lie or really press further it is the fact that these paintings are by the legendary scientist Iscin – the father of the iscin races painted to relax! These paintings are worth several fortunes to the races who worship Iscin.

The characters will start off for the house around sunset. They may want to case the joint (see map) and should avoid the yord station at the end of the block. Casual observation will show a wall with a single gate for a horse or thombo drawn cart, and a small gate in the wall on the alley side of the estate. When they arrive, the house is obviously inhabited. If they want to attack they will find the old muadra baby-sitter (Nana), her old muadra husband (Lavi), the mayor's son (Dorin), his wife and their hired hand (Brint) (see "NPCs" for stats, weapons and abilities). If the characters attack, they will be in for a major fight and each painting will have a chance of 4 on a d20 to receive damage making it useless on



the market.

If they have the good sense to wait, there is a crugar shenter about a half a block away where they watch the house. Across from the shenter is a tall building with markings in the crugar language – if one of them can read the script it will tell them this is a training building for priest of the Iscin religion.

At sundown they will be able to watch the young couple who own the house and their servant leave in a horse-drawn cart (horses are very expensive on Jorune). The baby-sitter's husband will also leave – he holds the gate open for the cart and closes it as the cart rides away. The house is quiet and there are no lights visible once the characters get over the wall, through the front gate or through the side gate.

In the estate they will see a small pen with goats near the house. (Goats? Why would these people keep goats?) A good Spot roll will show a faint amber glow from inside the house. A good Listen will get them the sound of someone humming a lullaby softly, but will not tell them where it comes from.

If they try the door, someone – an old woman's voice – will tell them to go away. If they look through the living room window, they will find it is made from cut clear crystal (not glass) and there is a faint amber glow inside. A critical Spot at this point will show some motion through the glass; a steady motion back and forth by something a little smaller than a man. (Did these people leave a candle burning

in one of the rooms?) If they break in they will be told to go away by an old woman in another room.

If the characters peek into the living room they will see an old muadra woman with a baby in her arms, sitting in a rocking chair before the fireplace. In the air near her a small globe of amber glow gives a soft light to the room.

If confronted, the woman's first thought will be for the baby's safety and she will run for the stairs. If spoken to she may offer the characters to leave now and she won't report anyone –if they refuse she will throw Stiff dysha at the nearest character. If any of the characters attack, she can defend with her Shield or Bubble. She can Reflect dyshas thrown at her. If pressed she can use Frost Bolt, Lightning Blast or Flingers as first choice spells (called dyshas) to attack. (Be sure to keep track of the Isho costs of each dysha – she doesn't have infinite Isho.)

Two of the paintings they seek are in the living room, if anyone cares to look.

The baby-sitter will run upstairs. If the characters chase her immediately she will run onto the balcony.

NOTE: If the characters to not chase her immediately, she will put the baby in one of the upstairs nurseries, cast a Wall dysha to protect it and return to fight. At this point she will also release a Bell dysha with a plea for help to her husband Lavi – and their children, who are all military trained caji. The Bell dysha is assigned to Lavi's personal tra- signature (other game systems may have a different way of 'addressing' a plea for help).

If the characters chase her onto the balcony, she will take the baby, cast a Levitate as she steps off the ledge to launch herself toward the yord station in a slow float. Range weapons may work if she in unable to activate her Shield or Bubble dyshas. If there is an Isho user in the group, she may have Reflect, which will send the character's bolt back on him.

The best move is to grab the paintings and run. If your characters stay, they can have major confrontations with the Yords (bronth, boccord, human and caji, Sholari's choice), Nana's husband and children (and maybe grandchildren), and any neighbors they have attracted who may be inclined to help the mayor's son!

The paintings are worth 2d20 Gems each from Yalla – lower prices mean the theft will make the merchandise too hot to move, higher prices mean a job well done. If the characters make it back to Night Fires – and if they do, we suggest they get out of town *fast*.

NPCS
NANA, THE BABYSITTER

Nana is in her sixties and enjoys being the neighborhood babysitter. She doesn't need to work – she lives quite well on her military pension. You see, Nana used to train the soldiers who entered the muadra infantry. She is adept at a variety of skills and has built up an impres-

sive pool of Isho and Moon Skills. She is a seasoned fighter and has not let age (she's only about 45) slow her down much.

Nana's stats are: **CON** 11, **SOC** 24, , **COL** 67, **ISH** 75, **STR** 9, **EDU** 19, **LER** 11, **AGL** 9, **SPD** 3, **AIM** 6, **SPT** 11, **LIS** 10.

Her dyshas are: Frost Bolt (12), Lightning Blast (14), Stiff (13), Power Orb (9), Flingers (9), Light Orb (12), Levitation (10), Tumble (14), Shield (8), Reflect (9), Bell (10), Wall (8) and Brain Blast (7). She has Tra Sense (15) and Mask Signature (11) to detect and avoid detection with Tra.

Her skills are: Knife (13), Club (12), Defend w/o Weapon (10), Advance (10) and she has a +3 to Advantage (she's trained, she's defending the baby, and she's fought better!).

DORIN

Dorin is the son of the local mayor and beloved war hero. He gained his reputation as a fighter and keeps in shape, although his interests are now centered on his wife and infant son.

Dorin's stats are: **CON** 14, **SOC** 17, , **COL** 19, **ISH** 12, **STR** 13, **EDU** 16, **LER** 13, **AGL** 13, **SPD** 11, **AIM** 10, **SPT** 11, **LIS** 12.

Skills are: Sword (14), Dagger (13), Pistol (9), Tackle (12), Fist (12), Defend w/o Weapon (12).

BRINT

Brint once saved Dorin's life in the military and is now his hired hand, driver and bodyguard. He is fiercely loyal and defends Dorin's family as his own.

Brint's stats are: **CON** 15, **SOC** 9, **COL** 14, **ISH** 11, **STR** 16, **EDU** 14, **LER** 9, **AGL** 13, **SPD** 14, **AIM** 13, **SPT** 11, **LIS** 9.

Skills are: Sword (13), Knife (11), Tackle (15), Fist (14), Defend w/o weapon (10), and Advance (10).

LAVI

Nana's husband Lavi is also ex-Caji infantry, but is also a member of the underground Seytra sect of caji's. He specializes in fighting dirty and his age is no handicap.

Lavi's stats are: **CON** 9, **SOC** 13, , **COL** 58, **ISH** 68, **STR** 10, **EDU** 17, **LER** 11, **SPD** 9, **AIM** 8, **SPT** 13, **LIS** 10.

Lavi's dyshas are the same as Nana's, except for Brain Blast, Levitate and Stiff (Nana is the power hitter in the family), but a -1d6 on each dysha.

Skills are: Sword (9), Knife (8), Advance (8), Fist (10) and Grapple (12).

Cassal and Nana's children should be generated by the GM, if he or she wants to use them.

AUSS 1994

ADVENTURE

THE SOMAR

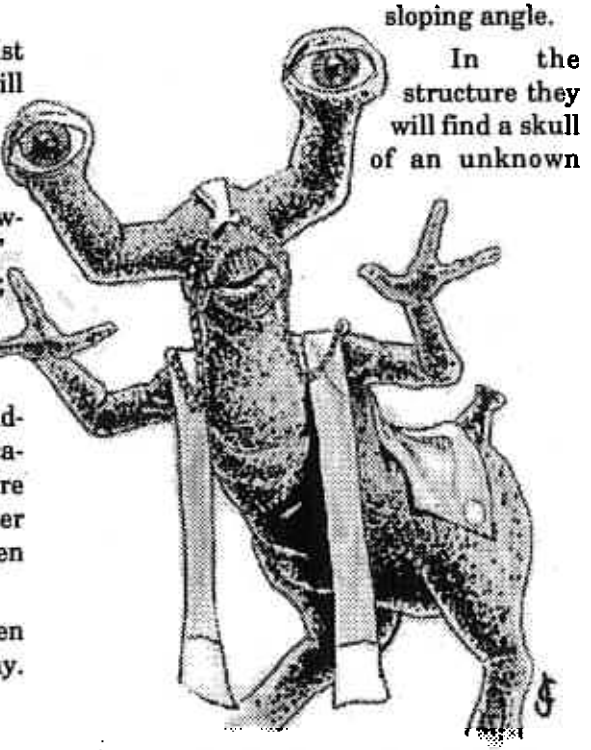
The following is a suggested adventure for SkyRealms of Jorune. It provides an opportunity to reveal new truths about Jorune to your players – or just have a good time. This is not approved or official material. SkyRealms of Jorune is a registered trademark of SkyRealms Publishing.

• Indicates key information for the Sholari.

SUMMARY

The thriddle fadri Hon Todo must move quickly. He seeks a team that will accompany him, provide protection while he makes an emergency trip to a location on the border between South Khodre and Temauntro. Hon Todo, however, introduces himself as "Hon Somar" and is joined by two muadra nomads; Kri (kree), a young woman with 140 Isho, and Roan (row–AN) with 180 Isho. With a mysterious cargo concealed in six large cargo baskets, the adventurers accompany the fadri to a location on the border between South Khodre and Temauntro. He says they discover the remains of a structure that has been recently uncovered by a landslide.

The structure appears to be a broken dome or part of a large broken archway. The interior surface is a smooth, melted ceramic material with an organic appearance, like the marrow of bones. The ground has many large metlted teardrop shapes, which (on examination) prove to be crude glass globules. The narrow ends of the melted glass seems to be aligned in the same direction. Good spots will show that this site is the focus of an unnatural cleft in nearby mountains; by standing in the site there is direct line of sight leading from the surface to the sky on a low, sloping angle.



In the structure they will find a skull of an unknown

creature along with assorted bits of dry–preserved equipment and fragments of a possible starcraft. The thriddle will direct digging to uncover a large device that is composed of brilliantly glowing isho crystals in a lattice of stone. The thriddle will attache a device of unknown design to the device and it will be propelled up and west out of the adventurers sight.

Sorry – no hack–and–slash. The goal is for the adventurers to find out a secret chapter of Jorune history and to understand what is going on!

THE ADVENTURE BEGINS...

Ton Somar is a thriddle fadri – a teacher of isho and dyshas. He is known to other thriddle as Ton Hodo, but will refer to himself as Ton Somar with other races. Unlike other thriddle the players have seen, he wears a garment – a Y–shaped yoke of bright blue cloth with gold decorations. The arms of the Y fall over his tiny little thriddle arms and the bulk of the garment lay across his back. It is clearly a ceremonial garment because it offers no protection from the elements.

Ton Somar arrives at the thriddle center in a frantic state, saying he needs an immediate team of trustworthy fighting people to provide protection for himself and his cargo during an emergency trip to the fringe of the Khodre region. Our players, of course, will be the target. If the team includes an active Burdothian military person, Hon Somar will decline to work with them and go off to find another team – at that point go on to your next adventure and let Somar find another team. If your team has nothing worse than caji to deal with, Somar will be unsure, but will offer them the job.

THE TERMS

Somar wants an alert team to protect him and his goods. They will have equipment supplied and may choose up to 5 links of new equipment as an advance on a 2 gem contract. If the adventurers want to take advantage of the equipment offer, they have less than two hours to find what they need before departure. They are to keep their activities secret upon returning and the obey any order given them by Somar. He offers no explanations and will not negotiate.

TRANSIT

The adventurers depart that same day, by warp or by crystal schooner chartered from the skyport at Miedrinth. The team travels north with Somar's mysterious cargo. Somar will have six large woven containers carrying his cargo.

If they travel by crystal schooner, you may want to use the generators found in the "Voyages of the Aylon Star" to provide some sense of the three day voyage to their destination. The players will observe Somar's cargo being loaded onto the small airship (Jasp class, for those in the know).

If the players travel by warp, Hon

Somar will lead them from Miedrinth toward the East Trinnu Jungle – they players must carry the large baskets or hire a cart from a stable in Miedrinth. At a chosen spot, Somar will break a white crystal to open a warp, which will take them to their immediate destination.

Whether by crystal ship or by warp, the party will arrive at a nomad camp in the western Doben-al.

• The nomads are seytra, explained in The Sobayid Atlas.

THE CARGO

If the players snoop into Somar's baggage (which we know that nice players never do), they will peak into the large baskets.

In Basket 1, 2 and 3 (roll a 1d6 to find out which one they look in first) they will find a tent, a camp cook stove and some dried foods.

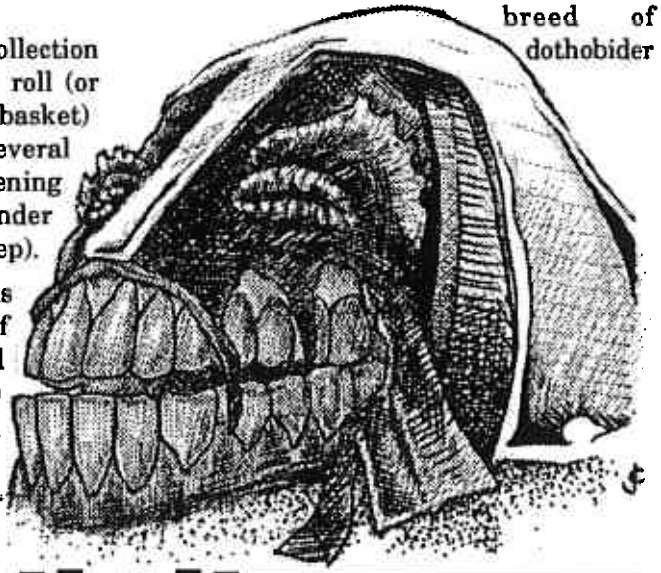
In Basket 4 they will find a collection of leather straps. A good Spot roll (or rummaging around through the basket) will reveal a metal box with several colored buttons and a round opening that could hold a very large cylinder (five inches across, four inches deep).

In Basket 5, they will find books written in several languages. If they want to read and can read Triddis (the thriddle language) you will let them find a book on the Maustin Caji, a book on the Way of Gends, a history of the past 100 years on Jorune; and a volume that seems to be translation dictionary between Triddis and an unknown language of fine, web–thin strokes.
• The language is lamorri and the book is a copy of an ancient thriddle history of the lamorri/shantha war.

In Basket 6 they will find a number of carved stone articles of trarch–like fetishes, crude representations of Thriddle and a badly carved stone version of a field ram.

THE CARAVAN

They arrive at a small camp of muadra nomads on the fringe of the Doben–al. The nomads (about 80 people in all) seem to be young; the players see no one over 40 years old. The group is dressed in turbans and flowing white robes to reflect the heat of the Doben–al, which is their home. They have bochigon, thombo, goat–like creatures that seem to be a smaller breed of dothobider



(like goats), and have pitched several tents of various sizes near a very small stream flowing south out of the Dowtrough Mountains.

Discreet inquiries might lead the players to understand that the nomads have come west into the Temauntro to meet Hon Somar and provide animals to take him to his destination. If pressed, they might hint they had been notified by another thriddle. On a roll of 1, after applied muadra interaction modifier, the players may learn that the thriddle have some sort of long–distance communication through a set of matched, vibrating crystals. No other information on the device is available to your characters yet.

A man named Kameer is the leader of the group. He is in his thirties and to the isho readers of the group he seems to be a maud – a muadra without isho abilities – but if a character has Estimate Isho and succeeds against Kameer they will find the nomad has an isho potential over 200, but virtually no isho in his body at this time. Kameer wears at his left breast a broach that holds the white cloak of his outer garment. On the broach is a crushed gem mosaic map of the large continent of Jorune, representing the land mass from Anansan to Jasp with green (launtra) gem dust, and the oceans with blue (shal) gem dust. Keen Spot rolls will show that Hon Somar carries several such medallions in his personal luggage.

A player with Estimate Isho might discover these nomads have single digit active isho, although they have the minimum potential of over 120 isho.

THE FADRI BY MOONLIGHT

The thriddle fadri has clandestine meetings with the nomads, but denies that he has been meeting with them if he is seen by player characters and confronted. • If he is not wearing his yoke of office, he is *not* the somar, but a mere thriddle fadri.

THE BOCHIGON JOURNEY

With a small party of two bochigon and one thombo for each player character with the skill to ride one. They travel for a day and the next morning enter a dead valley. Isho users will note that their isho has not replenished from any expenditure from the previous day

Two drivers have been provided by Kameer for the bochigon; his children Kamra and Kri. Kamra is a young mean who talks of his forthcoming marriage and can be drippy/annoying, babbling at his passengers with his unrealistic ideas of women and marriage. Kri is a few years younger and intends to go to Ardoth and wants to pump her passengers for every bit of knowledge about the outside world she can get.

The overland journey takes them across the Dowtrough Mountains into western Temauntro. They will turn north and pass through the village of Gralis on the fringe of South Khodre.

THE VILLAGE

Gralis has a company of Burdothian military and a unique peaceful – though tense – working relationship with local

crugar. A few crugar actually live in town and, as a token of their sincere desire to live in peace have trimmed their claws!

• The Danstead Society has kindly provided a copy of their Gralis Handbook for the sholari. Isn't that worth a few yules?

The caravan will be met by a group of 1D6+2 Burdothian soldiers who check for healing limilates or green crystals. The soldiers confiscate these materials and pay the characters the mandated price of 2 gemlinks for each prepared limilate, 1 link for raw limilate plants, and 2 gemlinks for each pound of green crystal. The soldiers will not negotiate and if pressed for the reason will simply respond "they are needed."

The village is a dark and depressing place; the buildings are un–painted and the economy has been destroyed by the closing of crystal mines in the area. Gleaners still make a meager living by taking small charged crystals from the once–prosperous mines and some agriculture sill provides for a modest market place (the size of two vacant lots – tiny by Jorune standards). Good Spot rolls reveal that 1 of every 3 people they see has some major medical problem; rashes, swellings, visible tumors, unnatural hair loss, etc. Many of the people of all races will wear light cloth veils with only their eyes showing – these people will have visible boils on their hands.

There is one illidge in town – tourists are not common in Gralis. This offers rooms with locks on the second floor; the ground level offers a common room for food and drink, but at night is occupied by mixed klade members who sleep on the floor. Hon Somar will cover the cost of private rooms for the players and his muadra companions.

A large mining inclep is next to the illidge and has seen better days. A running game of shambo will allow players to test their gaming skills, but will offer little information. This is a dark and depressing place with drunks and off duty Burdothian military personnel.

EXPLORING GRALIS

Snooping around the village will reveal several things:

A restaurant run by an aging crugar woman who is always fascinated by human eating customs; they don't cut each other or eat all their food in the first few seconds it is served. They sometimes talk while they eat; and, most fascinating, they sometimes leave leftovers!

The local Klade house has been converted to a hospital/hospice for the sick. A number of klade patches near the door have attached notes showing where those klade members are to go for food and lodging. Inside the plays might discover dozens of sick people from woffen, crugar, human, muadra and boccord stocks. A severely overworked woffen learsis is using the confiscated healing goods to treat the sick – any offer of assistance by the players will be greatly appreciated. A player with Medicine skill who succeeds on a roll against that skill might learn of

symptoms of radiation sickness; anyone else will simply learn of a savage plague that is killing the villagers and nearby farmers and hunters. Children they talk to will be blunt about their coming death, the deaths of members of their family.

The gleaners in the local marketplace have Spirit Roots (heavy roots carved with the faces of departed loved ones) and scrap metal that the village thivin smith has rejected as useless – it doesn't melt in his forge! Anyone selling the scrap metal will have visible signs of illness.

There are a pair of thriddle who run a map shop by the caravanserai. The shop is called Roadways.

THE VALLEY OF DEATH

The players top a crest and arrive in the Valley Starken–al shortly after dawn. The valley is devoid of life; plants do not grow and they can only find a single set of crugar (or cygra) footprints that enter the valley, go to the site, and leave the valley. Jorune is large and the population is still small enough that there can be many places where no one in living memory has walked.

The footprint or good Spots will lead the adventurers to an avalanche at one side of the valley. The avalanche has uncovered the remains of a structure, buried for thousands of years. Investigation will reveal the remains of a structure and successful searches will uncover the remains of a mummified skull, preserved by the dead zone around the ship.

If the player characters know of the Lamorri, the fahdri will tell them that it was a story invented by the thriddle to keep the cleash away.

If the player characters do not know of the Lamorri, the fahdri will tell them that there was another species of shantha on Jorune (Shantha A and Shantha B) and that this is one of the technological Shantha B, who were exterminated in a war with their isho–wielding Shantha A brothers.

THE SKULL

The skull (page 18) is long, obviously non–human, probably non–Shantha and wears the remains of a plastic/ceramic helmet of unknown design or purpose. The helmet has been broken and there are bits of plastic, tubes and wires decaying within. The skull has been mummified because the area is so dead; bits of dark flesh hang to the skull and it still wears a fabric garment beneath the helmet.

A roll on Earth–tec won't identify the helmet and stuff inside, but may suggest wiring and some kind of near–mystic technology.

Near the skull they may find part of a three–fingered hand, a five foot thigh–bone and bits of metal, plastic, and ceramic materials. They will not find anything they can identify as a particular piece of equipment or weaponry.

• The skill is the mummified remains of a lamorri warrior.

THE STRUCTURE

Though filled with over four millennia of dust, a really good roll could reveal that this is structure is organic in nature, petrified or mummified to resemble a chamber. A Great Success on a skill related to sailing is the only thing that may suggest this is some kind of vessel – an enormous vessel buried in the mountain beneath them and probably responsible for tearing through the distant mountains, creating the crater formation known to the local crugar as "Choundra's Footprint."

• *The structure is the remains of a downed lamorri starcraft.*

THE DEVICE

In the structure is a column of polished stone, inset with enormous crystals. It feels warm to the touch and the thriddle will become very excited when this is discovered. He will refuse to answer questions and if harassed will throw several Stiff dysha to make the annoying person go away. If PC's gang up on him, the nomad companions will join in allowing Somar to continue working without disturbance.

• The device is a lamorri perversion of shanthic crystal technology; several dozen large, sculpted crystals that was serving as a battery of isho power for the lamorri forces fighting against the shantha.

SOMAR GETS GOING

Somar will take the leather straps and inset crystal vests to wrap around the crystal device. Really good rolls against shanthic, caji or field iscin knowledge skills could reveal the vests to be "drape crystals," or shanthic flight vests. • The shantha made such things out of curiosity, but ultimately rejected flying as a waste of energy. (Why fly when you can just walk through a few warps and be there?)

Somar will take a large stone and select one of the yellow crystals in the device. He will tell the nomads, "I am not sure this will work as the theory indicates – so I suggest you run." He will then make a few preliminary motions with the stone, close his eyes and loose his trid nodes (he's very scared) and - WHAM!

THIS IS A BAD THING

Roll 1d20. On 1 or 2, the theory is correct and the crystal drains into the vests, which levitate and begin propelling the device toward the southwest. On a 3-8 there will be a small explosion and anyone within ten yards will take falling damage. On 9-12 there is a medium sized explosion, and everyone within 30 yards rolls for falling damage, and within 10 yards rolls a second falling damage. On 13-18 there is a powerful explosion and anyone within 75 yards takes falling damage, within 30 yards will take two rolls of falling damage, and within 10 yards will three rolls of falling damage. On 19 or 20, the Somar is automatically killed in a major explosion, everyone within 150 yards takes falling damage, within 70 yards takes two rolls for falling damage,

within 30 yards takes three rolls for falling damage, and within 10 yards – they are dead. No saving roll, no resurrection. Dead. Worm munchies. Doornail type dead.

• *The lamorri crystal device and the helmet, plus any other bits the players have discovered that might reveal Lamorri technology, are launched into a near orbital trajectory to land in the Delshan Sea, over 1500 miles away.*

THE RETURN

If the Somar survives the launch, he will be protected by the nomads for a return to the nomad camp where the adventurers arrived by crystal ship or by warp. If Somar Hon Todo is unconscious, seriously injured or dies, Kri will take his mantle of office and will then be address as Kri Somar by her companion – she is clearly in control of the situation.

The nomads have little subtlety; the PC's word to keep what they have seen to themselves, or Kri Somar will not help them get out of the desert and back to Gralis or the point where the PC's arrived in the desert. Assuming the PC's agree they will take them to their destination as they have travelled - on bochigon and thombo.

If the PC's balk or otherwise threaten the safety of the thriddle-seytra relationship, the nomads will use Stiff, Faint or more deadly dyshas to render the PC's harmless – and then will leave them in the desert!

THE HIDDEN THREAT

Players must make Constitution rolls every six hours at the while they are in the Valley. On a failed roll, they take a generic 1D3 loss to Stamina. If they lose 25% of their Stamina, they are at –2 Advantage and a –2 penalty to any mental skill roll. If they lose 50% of their Stamina, they are at –4 Advantage, –4 penalty to mental skill rolls and will lose 1D6 Stamina on the next roll.

• The local illness is caused by a food mold that had survived in stasis within the crashed lamorri ship. When the landslide revealed the ancient lamorri craft, the preserved food container cracked and the food mold released spores into the air, which are now making people of all races very ill. A few weeks rest with a steady treatment of arrigish and lots of pure water will purge the spore from the adventurer's system. People in Gralis just won't rest so they can get better.

WHAT THE HELL IS GOING ON!

The thriddle have intercepted a message to the Dharsage telling of a site in the Khodres, which the thriddle know will be the remains of a Lamorri starcraft shot down by the Shantha with a tlosk isho cannon at the end of the Lamorri War. The site is a source of contagion because of the cracked food case around the lamorri relics. The starcraft carried a small device that was designed to drain isho as a power source.

The players lose constitution and suffer penalties because of the food spore infection. A player who loses 70% of Stamina or more will have a permanent 1d3 loss to each stat after two weeks of recovery. Don't let the sun set on your butt in the Valley of Death.

The thriddle do not want to expose themselves to the danger of the infection, but they do not want the Dharsage to get hold of the isho–battery – and the want to spread the false teachings of Shantha A–Shantha B to explain the lamorri relics. This will cloud the issue of the lamorri on Jorune, which the thriddle want to obscure because it leads to more questions the thriddle don't want to answer. Hon Somar intends to place false artifacts to discredit the site and reduce the threat of Lamorri technology reentering the affairs of Jorune.

The medallion is an identifying badge for the Seytra society, which is a group of muadra seeking to reverse the effects of the lamorri thoosh–ah in the Doben–al, to open the Doben–al as a muadra homeland. If you open the medallion (like a locket) you will find an inscription in the web–thin language and large chunky pictographs similar to ramian writing. The web–thin script is the secret war language of the Seytra, adopted from a thriddle language exercises. The chunky script is lamorri writing, which tells how to activate the thoosh–ah.

The thriddle seer Salrough Gomo has seen that the balance of power on Jorune is losing balance with the muadra rising in their isho abilities, but as outsiders in every land. Gomo devised the Seytra language after receiving the approval of four of the seven shanthic sects to advancing the peaceful Way of Gends. Not all seytra, however, follow the Way of Gends. Salrough wrote the books.

Ton Hodo is a nephew of Salrough Gomo and was chosen by Salrough to be his liaison with the Seytra.

Somar is a triddis word, which means "speaks with Shantha."

SHOLARI NEEDS CONTRIBUTIONS

WRITERS, ARTISTS, AND SHOLARIS

We can't pay, but you get three issues of Sholari magazine, or thee copies of the issue in which your contribution appears. Adventures, NPC illustrations, in-depth exploration of some aspect of Joruni culture, game play tips and home-brew solutions to gaming problems, lists and innovation.

Send them to Joe Coleman, Box 12631, Berkeley, California 94712-2631

GALLERY · DENNIS DETWILLER

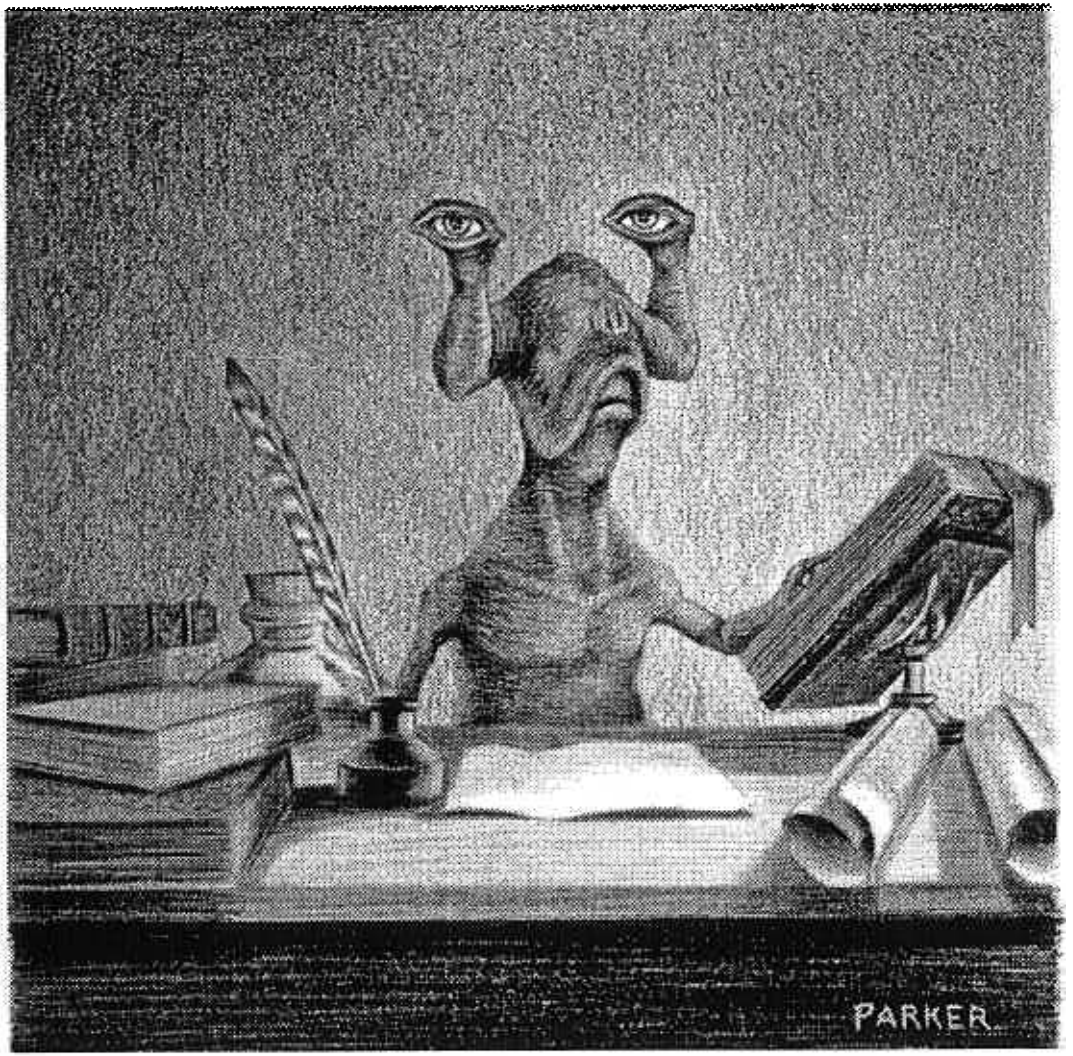
Fans of THE UNSPEAKABLE OATH, the Call of Chutulhu fanzine will recognize the unique style of Dennis Detwiller. And don't worry, the boy isn't frightened by his thriddle mentor, he is upset – they are trying to take away his drawing tools. A bit autobiographical, Dennis? We would love to get more in this series.

D E N N I S D E T W I L L E R

AUSS 1994

GALLERY · PAUL ALAN PARKER

With his illustraton gracing the title page of the Gire of Sillipus adventure (review next issue), Paul joins the growing list of artists to work on Skyrealms of Jorune. He is available for other games - contact him through SHOLARI magazine.



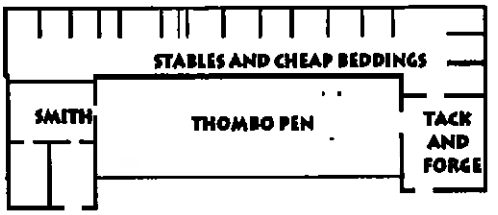
GALLERY · CHRISTOPHER LACKEY

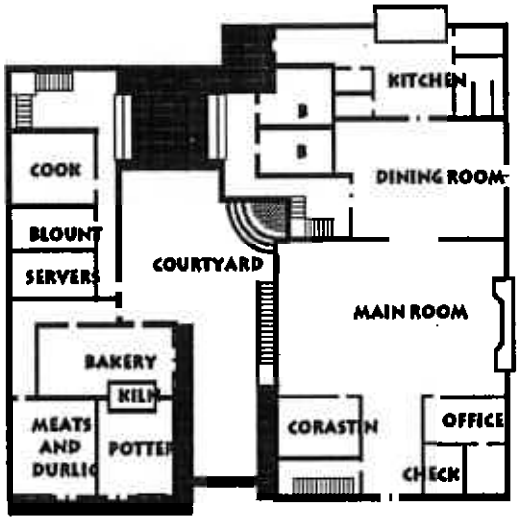
This is one of a couple of contributions from Joruni Chris Lackey, who can now be found haunting the special effects and makeup world of Hollywood. This illustration almost made it into the Gire of Sillipus, but at least you can see it here. Maybe we can talk Chris into sending more of this quality of work.

GALLERY · JOSEPH STEVEN COLEMAN

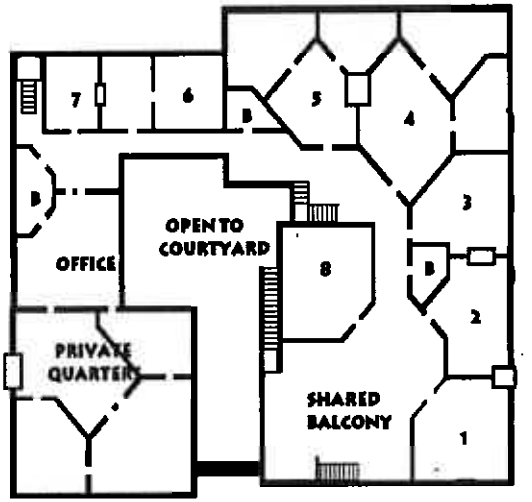
Okay, so I'm blowing my own horn, but I waited til the end of the Gallery. I do maps and logotypes; that kind of thing. But this sketch popped out one night with the phrase "sometimes kerning is not enough" running through my head.

JORUNE AND A HALF
THE CRYSTAL TARRO





5' Square
Overhang
Doorway
Crystal Window



Cygra Drenn Haswa Charul was lucky enough to have his tauthership end with a successfully investigation to recover challisks stolen from the Carisy family in Borlim, North Khodre. The thieves had been members of the Drawkis Order, a secret society of human-only fanatics originally founded in Thantier.

With the reward money from the Carisy job, Charul made the journey to Burdoth to complete his quest for drennship at the Hall of Drenn in Ardoth. He purchased the old Black Talmaron at the intersection of the Manser Strip and the Cryall Road.

The inclep reopened quietly in Erisa 3494 under the sign of the Crystal Tarro, a token of good luck from an old cygra children's story. Charul had carried a small sculpted tarro for good luck in his days as a merchant in Jasp before he pledged tauther in Kirlan.

For a 30 yules you can get a room kept safe by the four on-staff corastin guards. One meal from the tarro's kitchen is included with your room, served in either Burdoth or Temauntro style.

No Thantierian's allowed. Crugar and cygra are invited – and pampered.

AUSS 1994

JORUNE AND A HALF
NAMES FOR JORUNE

Net Joruni Christopher Pound e-mailed a computer generated list of names for people, places and things in the game. You can reach him at pound@rice.edu.

acalbis
acaunter
aclep
acus
acuss corth
ahte
albin
amdrey
andellisk
ar-coplel trid
ardacuboc
ardell
audrendra
ayinclet screll
aysimitch
bendich
blesseld
blogren
bloo'ho
bocheridd
borundrap
canth
casans
cauds
cavi
cedisty
charsisco
chauciern
chawgigir
chawsell
chint
chiveell
clelds
clethrint
cligis
codistia
codrett
coo'hambe
coplendor
copre
cren
crenk
crett
cronestra
crosah
cryeh
cryshthri
crysis
d'la
d'layls
dallid
darsindel
dhar-sorc
dharclij
dobahmaij
dragsnamo
drintsuth
duleet baysist
durler
dynern
edrailade
elbindon
ellire
elshter
eshane
eshodrish
esktie
flurrune
fraztch
frid
gasho
gawmendra
gigobahdi
girjins
glayba allu
golautoth
halsharwi
hellih
hellipus' mull
herrusk
huds
ishommis
jashin
joba
jordon
jorn
kadrine
kauth
keers
keett
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JAROON

THE GUFI DYSHAS

DYSHAS OF THE 8TH MOON

A new moon has been discovered around Jorune. The satellite Gufi has an eccentric orbit taking 523 days to orbit Jorune, swooping in at the perigee of each orbit at an altitude of about 75 feet, when it scares the bejesus out of everyone in its path.

The isho of Gufi is argyle and the dyshas of Gufi must be woven quickly or the moon will move too far away to supply sufficient isho to form the dysha.

Whoopee Cushion (5 Gufi, 15 Launtra) A successful roll will project an extremely rude noise to the target.

Slapstick (10 Gufi, 10 Gobey and 10 Launtra) Also called Laughtrack, this dysha attacks the target with a two foot long, flat dysha that makes a) a very loud WHACK as it slams into the target's backside, and b) the sound of a small group of people laughing as the target falls to the ground, face first.

Pass (15 Gufi, 15 Launtra) This dysha weaves a small orb of argyle isho, which can be directed to a specific individual to carry a short phrase. It is usually woven by young muadra men after large amounts of rusper. A really Great Success on the dysha may result in a dysha that drifts to an attractive muadra woman and whispers "I've never seen eyes that were quite that color..." A failure might mean the orb was successfully woven, but the message was "Hey, babe, how much?" and usually results in a black eye.

Banjo (25 Gufi, 25 Launtra) This dysha will generate the illusion of a shantha with a stringed instrument with a long neck and round body on the shantha's knee. An extra 10 Launtra or 5 yules are required to make the illusion play "Camptown Ladies," or the illusion will simply go "plinka plinka plinka" and tune up for 1d3 hours.

Moon (40 Gufi, 5 Shal, 3 Desti, 1 Ebba and 1 Tra) This weave forms creates two large peach colored orbs that are covered with a layer of dark blue Shal isho. The dysha forms about two feet from the face of the target, then the Shal isho slowly lowers and the two orbs are revealed briefly to the target, which is a good way to start a fight.

These dyshas can only be woven when the moon is under 15,000 feet and swinging through the perigee of it is orbit.

YOUR CONTRIBUTION TO SHOLARI...

We are looking for contributions. We particularly would like detail of Joruni lands or societies (for the new JORUNIGRAPHICA section), humor for Jaroon, expansions for game play (for the JORUNE AND A HALF section) and lists that make more of Jorune 'real' for players and sholaris. Write!

SCHOLARI MAGAZINE

NEXT ISSUE:

A COMPLETE ADVENTURE

Slam Desti BOY YORD

Trashy popular literature comes to Jorune with ***Two Fisted Tales, Jungle Adventures*** *and* ***Dharlerrin Romance.*** *Don't read them – they'll rot your mind. But one boy believed everything he read, and now he's missing...*

HISTORY OF THE GAME
PART THREE

OTHER MONEY SYSTEMS

NAMES FOR JORUNE

JAROON

AND MORE...

23 CHEBA'S EATERY
(Crugar) Meals in the Temauntro manner; visitors are not encouraged but will be served.

24 CHEBA'S ILLIDGE
(Crugar) Non-crugar are welcome here, so long as they do not interfere with the crugar and cygra guest's comfort.

25 WIDOW UGRAN
(Cygra) Wealthy widow of a Jaspian cygra trader, who was born in Grailis.

26 DRENN GANSEN HARIT
(Human) Retired Burdothian general who came to Khodre with Prince Allonkarb and waits in comfort to join the isho wind.

27 LEASIS - PANTO
(Human) Panto with volunteers from the Green Order treat the sick in Chakis; they are overworked and appreciate help or contributions.

28 COPRA MULLA
(Muadra) Seytra muadra teacher and her four children offer lessons and will help non-muadra force a naull orb.

29 TRADER MISHWA
(Boccord) Jaspian agent for foods, crafts and artifacts.

30 TRAILMASTER
Supplies, weapons, information, foods, limilates and money-changers for any expedition.

31 DRENN JAMIL
(Boccord) A boccord drenn who operates a small shop for the upper classes and keeps detailed journals of Gralis.

32 ISCIN DRENN ULANS
(Human) Burdothian Iscin who studies the illnesses of Gralis. Not known for his social mixing with outsiders.

33 GARRISON HOUSE
(Burdoth Detachment) Now used for the sick, the Grailis house yards are still used for practice and training. Lessons available for a price.

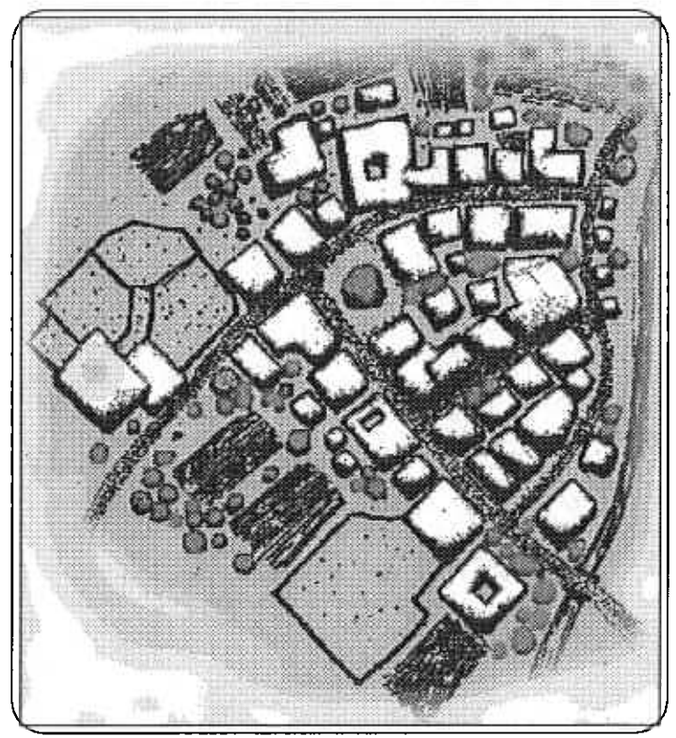
34 GRALIS YORD HOUSE
Permanent home to three Kirlan yords and five cells for herris.

35 LEATHERWORK
(Kaw Chal - Crugar) Associated with Meats of Kirlan, tanning and fine leatherwork in the Temauntro style.

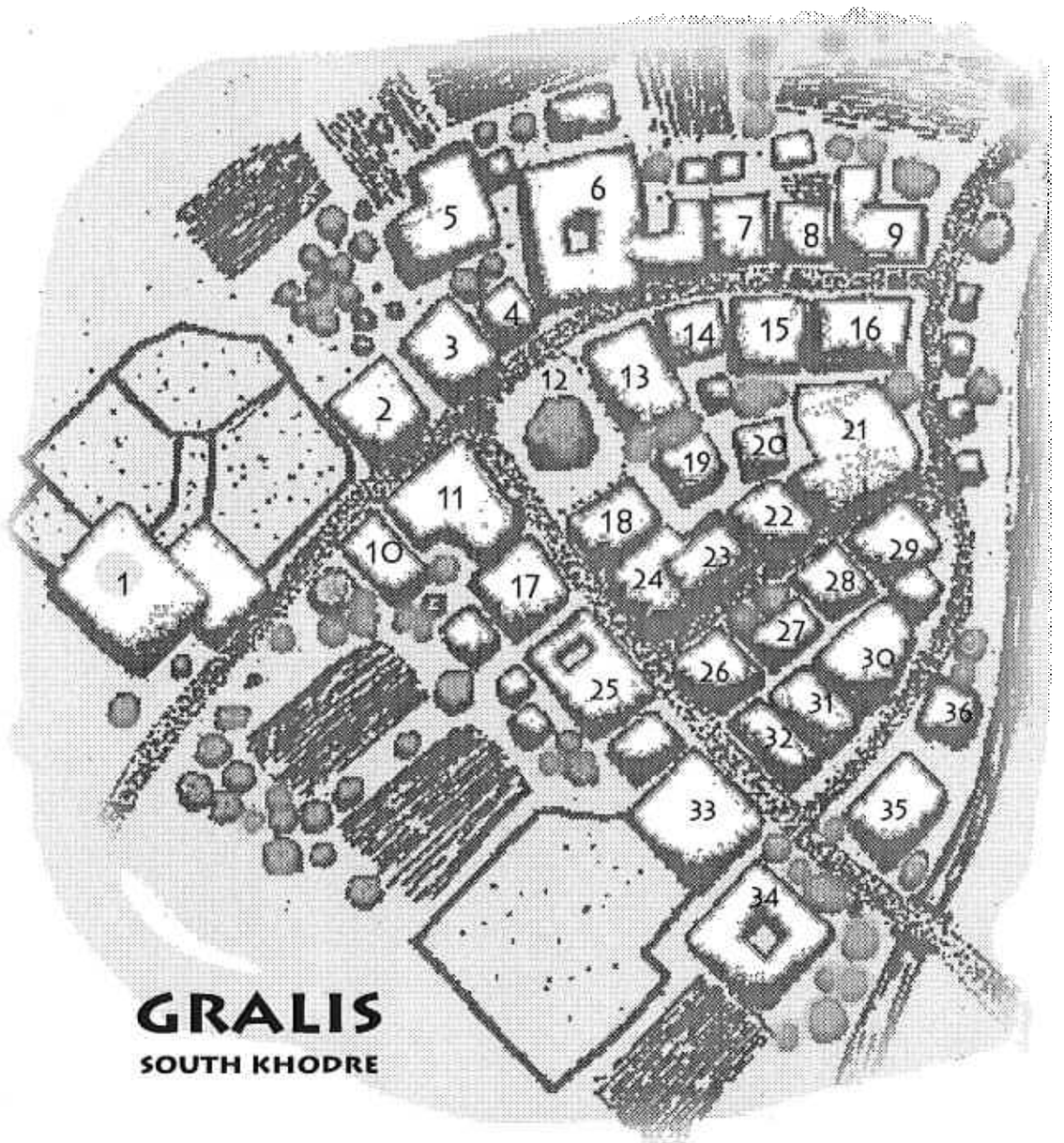
DANSTEAD SOCIETY GUIDE TO

GRALIS

SOUTH KHODRE



PREPARED FOR TRAVELLERS OF THE DANSTEAD SOCIETY
OFFICES THROUGHOUT BURDOTH
ALSO IN AUKLIN, AYLON, CARRISEY, DOWSEN, KIRLAN, OBIS, RHODU, THANTIS, TLON



1 CARAVANSERAI
(Ooley Qok - Thivin) Board and feed for thombo, bochigon, horses and small herds.

2 TOWUL ARMORER
(Thivin) Towul's apprentices turn out quality pieces under the master thivin's eyes.

3 TAILOR NOWSAN
(Thivin)* Nowsan guides thivin tailors through custom fitting and trailworthy garments.

4 GROOMER NESTOL
(Muadra) Cosmetics, perfumes and ointments for the weary traveller; body shaving available to ward off infection and infestation.

5 TOWUL'S HOUSE
(Thivin) Towul Qok is the patriarch of Grailis' thivin community and most live under his roof.

6 KLADE LODGE
A shared house with occupants from Cassadon, GVA, Hudson and Lorgin Klades at different times.

7 JHAMEY'S CRYSTALS
(Muadra) Over thirty years providing clear crystal armor, charged and sculpted crystals to the dyshic community.

8 SATWA WOODBUTCHERS
(Jaspian Cygra) Regular hirings for treks into the Dowtrough for select hardwoods used in fine furnishings.

9 KOREMO'S ILLIDGE
(Mixed) Recommended illidge capable of providing comfort and security to most races.

10 GO TOH HOUSE
(Thriddle) Home of Tan-Iricidi mentor Kotho Go Toh and a changing cast of thriddle student cartographers.

11 ROADWAY HOUSE
Maps, contracts with native guides and traditional thriddle information exchanges.

12 THE GREEN
(Market Square) The Green severs as the daily market for foods, crafts and the oddities brought from the outlands. Haggle freely.

13 TRADER JAMIL'S
Quality goods for the discerning buyer. Tauther welcome.

14 KARGA FOOTWARE
(Thivin) Slipwraps, boots and fine footware custom fit in about three hours.

15 NESTOL'S HOUSE
(Caji houser) Nestol will rent rooms to followers of the Green Order and the Way of Gends.

16 KOREMO'S INCLEP
(Mixed) Drinks, trail food and entertainment nightly.

17 POTTERY HUT
Thivin teachers supervise cookware and art ceramics.

18 WEBO'S BAKERY
(Thivin - Wheat/Byritt) Fresh haspill cakes, parik loaves and durlig in appetizing forms.

19 MEATS OF KIRLAN
(Cygra) Dothobider, grint, pibber and meriban, fresh. Extra to watch kill.

20 SMOKEHOUSES
Adjunct to the Meats of Kirlan

21 CHARITY HOUSE
(Mixed) The house has become overfilled with sickness in the past few months. Many of the sick have been moved to the Garrison house and the members of the garrison stay in local private residences.

22 JHAMEY'S HOUSE
Jhamey is a muadra caravan master who keeps three wives in Gralis and two in Miedrinth.